

TEXT UNDER CEEMAC

CEEMAC'S PRIMARY THRUST AND REASON FOR BEING IS THE CREATION OF ABSTRACT ART. I AM AWARE THAT ONLY TIME WILL TELL THE FULL RANGE OF USE TO WHICH IT WILL BE PUT. THE TEMPTATIONS TO USE IT FOR REPRESENTATIONAL GRAPHICS ARE VERY REAL AND, TO SOME EXTENT QUITE REASONABLE. AFTER ALL, SIMPLY BEING ABLE TO USE THE SAME SYNTAX FOR CREATING STILL SCENES, POSTERS, GRAPHS, ETC. CARRIES THE FORCE OF LOGIC.

BUT DO NOT EXPECT TOO MUCH AS I HAVE EXPENDED PRECIOUS LITTLE EFFORT TO SUPPORT SUCH ENDEAVOR. AS SORT OF A LAST MINUTE IDEA, HOWEVER, I'VE CREATED A FULL 96-CHARACTER ASCII SET OF SHAPES AND PLACED THEM IN A FILE CALLED T-SHAPES.

HAVING DONE THAT I THEN WROTE A SCORE CALLED T-SCORE.1. TO GET THIS DEMO TO RUN, GET TO DOS AND LIST THE CATALOG. THEN 'BLOAD T-SHAPES' FOLLOWED BY A 'BRUN T-SCORE.1' WHICH SHOULD START THE DISPLAY. AN INTERACTIVE SESSION WITH THE EDITOR EXAMINING THE SCORE ITSELF SHOULD REVEAL MUCH ABOUT HOW TO MANIPULATE THIS TEXT SHAPE TABLE. NOTE THAT THE SHAPE NUMBERS EQUATE TO THEIR ASCII EQUIVALENTS (HI-BIT ON).

A SECOND DEMO INVOLVES KEEPING THE SAME SHAPE TABLE AND LOADING THE 'LISTS' AREA WITH A MODULE PROVIDED CALLED 'T-LISTS.2' WHICH IS REALLY AN AUDREY TEXT FILE ORIGINALLY CREATED FOR THE CEEMAC MANUAL. AFTER 'BLOADING' THAT FILE, 'BRUN T-SCORE.2' AND YOU CAN SEE ANOTHER POSSIBILITY FOR MANIPULATING TEXT UNDER CEEMAC.

IT IS LEFT TO THE INTERESTED USER TO EXPLORE THE APPLICATION OF ROTATION AND THE USE OF THE 'SSIZE' MACRO TO VARY SIZE AND ORIENTATION OF CHARACTERS ON THE SCREEN.

GOOD LUCK (TEXTWISE).